

JAVA.IO.INPUTSTREAM CLASS

http://www.tutorialspoint.com/java/io/java_io_inputstream.htm

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Introduction

The **java.util.InputStream** class is the superclass of all classes representing an input stream of bytes. Applications that need to define a subclass of **InputStream** must always provide a method that returns the next byte of input.

Class declaration

Following is the declaration for **java.util.InputStream** class:

```
public abstract class InputStream
    extends Object
    implements Closeable
```

Class constructors

S.N.	Constructor & Description
1	InputStream() Single Constructor

Class methods

S.N.	Method & Description
1	<u>int available()</u> This method returns an estimate of the number of bytes that can be read (or skipped over) from this input stream without blocking by the next invocation of a method for this input stream.
2	<u>void close()</u> This method closes this input stream and releases any system resources associated with the stream.
3	<u>void mark(int readlimit)</u> This method marks the current position in this input stream.
4	<u>boolean markSupported()</u> This method tests if this input stream supports the mark and reset methods.
5	<u>abstract int read()</u> This method reads the next byte of data from the input stream.
6	<u>int read(byte[] b)</u> This method reads some number of bytes from the input stream and stores them into the buffer array b.
7	<u>int read(byte[] b, int off, int len)</u> This method reads up to len bytes of data from the input stream into an array of bytes.
8	<u>void reset()</u>

	This method repositions this stream to the position at the time the mark method was last called on this input stream.
9	<u>long skip(long n)</u> This method skips over and discards n bytes of data from this input stream..

Methods inherited

This class inherits methods from the following classes:

- java.util.Object